**Ahmed A Saad**

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**CAREER PROFILE**

Junior Software engineer, Participated in US Embassy Hackathon and was placed 4th among 50 teams, developed a number of software programs with high success levels. Finished a 2 weeks software development internship. Solved more than 40 programming problems on *codeforces* with accepted status.

**EDUCATION**

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| **Arab academy for science and technology (AAST),** Alexandria, Egypt  **Major:** Bachelors of Computer engineering. GPA: 3.25 | 2016 - Present |

* Attendening **Operating Systems (OS)** and **Systems Programming** Courses.
* Developed a **SIC/ SIC XE** assembler using **JAVA**.
* Used **Linux** system and learned to use **command line** and **bash**.
* Attended **Data Structures** course.
* AAST computer engineering bachelors is certified by ABET
* Graduating June 2021

**WORK EXPERIENCE**

**Homes for the Homeless (HFH).** Newyork, USA 06/2017 - 08/2019

**Title:** Unit Leader/ Assistant Director of Programming

* Supervisor of Lifeguards including waterfront director and all activity specialists.
* Responsible for creating a daily detailed schedule which consisted of multiple activities and day planning for camp staff members to follow. Organized daily activities with senior staff, my organizing skills made a drastic change to the schedule and improved morale.
* Responsible for assisting the camp director in any matter that comes up and was the first person in charge when the camp director is not available.

**KEY SKILLS**

* **Coding:** C, **C++**, C#, Java, OOP, Design Patterns, Data Structures.
* **Software:** Android Studio, Unity, Github.
* **Hardware:** Arduino, Circuits, PCB.
* **Languages:** Arabic (Native), English (Native).
* CPR/First Aid certified (2019).

**PROJECTS**

* Android App that helps preserve endangered animal species with an interactive UI.
* **SIC / SIC XE** assembler using **JAVA.**
* Program that shows content likeVideos and Music depending on the user's mood and uses Spotify API.
* Endless runner game developed solo on Unity.
* 2D games developed during Global Game Jam 2019 and 2016 with 3 team members.
* Remote Controlled Robot with sensors to stop when an obstacle is encountered.
* a PCB based circuit project that detects IR signals.
* Software that helps the user pick good PC parts for their build.